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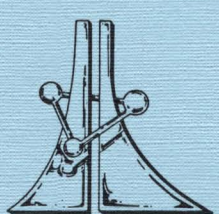
STAR FLEET

OFFICER'S MANUAL

Volume 2



Star Fleet Command
United Galactic Alliance

Interstel Corporation

presents

STAR FLEET OFFICER'S MANUAL VOLUME 2

Instructions for

STAR FLEET II™

Krellan Commander™

IBM® PC & Compatibles Version

by

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and

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IMPORTANT

This manual contains general information about the product you have purchased, how to start the game on the computer you are using, and how to execute the commands to make the game function. Screen displays, command descriptions, and other information to enhance your understanding and appreciation of **STAR FLEET II** can be found in the *Krellan Command and Battle Manual.*

This manual is written for the version of **STAR FLEET II** that is played on the IBM® PC, XT, AT, or compatible computers. Any changes or additions to the manuals for the IBM PC version of **STAR FLEET II**, as well as particular hardware requirements, are contained in the disk file README. To view this file, insert **STAR FLEET II** Disk 1 into your disk drive and at the DOS prompt, enter "readme".

SECTION 1. INTRODUCTION

1.1 BACKGROUND

STAR FLEET II – Krellan Commander, second in the STAR FLEET series of space war games by Interstel, is a strategic simulation of war between the opposing forces of the Krellan Empire and the United Galactic Alliance.

You might be wondering why you, a loyal officer in the United Galactic Alliance, are being instructed on how to succeed as a commander in the hated Krellan Empire. In fact, the UGA obtained a copy of the *Krellan Command and Battle Manual* from the commander of a captured Krellan battlecruiser.

The captain was killed before being able to give the self-destruct command, and UGA space marines were able to board and occupy the battlecruiser. The ship itself could not be salvaged, but the marines were able to recover the all-important information contained in the *Battle Manual* on how the vessel is operated and the strategy used by the Krellans. We have used that information to prepare a true-to-life computer simulation of the military situation in our part of the galaxy, as seen from the Krellan point of view.

You will use this information as part of your UGA training, to become familiar with how the Krellan enemy operates and thinks. When you have progressed through the Krellan ranks and become expert at every aspect of the enemy's strategy and tactics, you will be fully prepared for active duty as a UGA commander. Imagine the surprise of every Krellan commander you encounter, when you anticipate his every move and vanquish him as easily as if you were reading his mind!

As an added incentive to excel in individual missions, awards and decorations can be earned. These are awarded automatically based on the results of individual missions and are entered into your permanent service record.

When you start your first mission as an Altern, you will command a single ship. After successfully completing five missions, you will be promoted and given command of a battle fleet. As you increase in rank, your responsibilities and extent of command also increase, until as a Sub-Admiral or Admiral you control dozens of ships and one hundred legions of warriors. You may even attain the honorary rank of Imperial Tribune, equal to our Admiral Emeritus.

A WORD OF CAUTION: We strongly advise you to review this Officer's Manual and the *Krellan Command and Battle Manual* before starting the simulation. There are many commands and tactics a Krellan Commander must know, and it is advised that you keep all reference materials nearby while playing. However, if you are eager to start playing and do not want to read both manuals first, we recommend that you at least look at Sections 2 and 3 of this manual.

1.2 YOUR MISSIONS

You will be assigned missions as the commander of a simulated Krellan battlecruiser. The purpose of each mission is to enter a section of UGA territory and complete the mission objectives given to you by the Imperial Krellan Fleet Headquarters.

Your first mission will be performed at Mission Level 1 as an Altern, a low ranking officer in the Imperial Krellan Space Forces. This mission will not be as demanding as those assigned to the higher ranks. After you successfully complete the five missions at this level, you will be promoted to Centurion (Mission Level 2).

There are five missions (A – E) at each of the seven levels for a total of 35 missions, each of which is in a unique region of space. The higher your rank, the more difficult the mission is to complete, and the more difficult it becomes to get promoted. Your level of command also increases with your rank. At Level 1, you command a single battlecruiser performing reconnaissance and raids only – there will be no planetary invasions. At Mission Level 2, you take command of a battle fleet with four escort vessels as well as your own ship. Table I shows the ranks with their corresponding mission levels, extent of command, and mission objectives.

TABLE I: RANKS AND MISSION LEVELS

RANK	MISSION LEVEL	YOUR COMMAND	TRAINING OBJECTIVES
Altern	1	Ship only	Exploration, landing parties
Centurion	2	Ship and escorts	Ship-to-ship combat
Sub-Commander	3	Ship, escorts, invasions	Advanced space combat
Commander	4	Ship, escorts, invasions	Planetary invasions
Prefect	5	All ships in system, invasions	Advanced planetary invasions
Sub-Admiral	6	Unrestricted command	Strategic command
Admiral	7	Unrestricted command	Advanced strategic command

The number of Alliance starbases in a region increases with each mission level, from one at Level 1 to five at Level 7. Your final objective is the destruction of the UGA 5th Fleet Regional Headquarters, which you will encounter in Mission 7-E. You cannot go beyond Level 7.

SECTION 2. STARTING THE GAME

2.1 THE RIGHT HARDWARE

This version of **STAR FLEET II** requires an IBM PC, XT, AT, or compatible, with a minimum of 512K RAM (640K, an 8MHz or higher CPU, and a hard disk are recommended). If you have only 512K, then you must remove all Terminate and Stay Resident (TSR) programs and RAM disks. Even 640K machines should not have a RAM disk present in normal memory. See the disk file README for other specific hardware requirements, if any.

2.2 INSTALLATION

A program has been included to help you install **STAR FLEET II**. To use the install feature, you will need three blank formatted 5¼-inch diskettes (360K), or two 3½-inch disks (720K), or a hard disk (1.2 mb). As an extra precaution, you may want to make backup copies of your purchased diskettes before you install the program, then use the backups as the masters for making your installed playing disks. However, these extra backups are not required. Be sure to write-protect your purchased disks before attempting installation. When ready, insert your **STAR FLEET II** Disk 1 in your default drive, type INSTALL, and press **[ENTER]**. Then follow the on-screen instructions. Use these installed copies as your playing disks, and save your original diskettes as backup. You must run INSTALL to provide enough room on the disks to play Do NOT write-protect your playing disks!

2.3 STARTING THE SIMULATION

Insert Disk 1 into your default drive and Disk 3 into a second drive (or wait until prompted for a disk swap if you have only one disk drive). If using a hard disk, get into your hard disk directory containing the program files. Then run the program from the DOS prompt, using the following syntax:

sf2 [/t] [/–t] [/e] [/–e] [/s] [/–s] [/m] [/–m]

and press **[ENTER]**.

The command line parameters in [ ] are optional. Any of the parameters can be in upper or lower case, and the switches can be in any order or omitted entirely. The four switches are:

/t : Display the **STAR FLEET II** title screen.
/–t : Do NOT display the title screen.

/e : EGA med-res (640x200 pixels, 16 colors) with enhanced display supported.
/–e : EGA med-res NOT supported.

/s : Play music during startup (sound ON).
/-s : Do NOT play music during startup (sound OFF).

/m : Load text messages into memory, if possible.
/-m: Read text messages from Disk 1. Use this if you receive an "Insufficient memory" or similar message while playing the game, or your displays get messed up. This will probably only be needed on some 512K machines.

The program will remember the switches, so you only need to use them when you want to change the settings. The default settings are: /t /e /s /m.

STAR FLEET II will sense whether you have the correct hardware for EGA graphics, so setting "/e" without the proper hardware will have no effect. This switch simply allows those with EGA to use the alternate CGA graphics.

The sound switch ONLY affects the sound in the startup sequence. To change sound settings for the game, use the sound toggle in the Sign-On Options Menu (2.3.2).

When you begin or resume a simulation, you will be asked some questions. The program will accept both upper and lower case answers. Do not press **[ENTER]** if a single letter response to the question is expected.

The simulation start up begins with the **Star Fleet Security System.**

2.3.1 Star Fleet Security System

To protect your **STAR FLEET II** simulation against use by enemy agents and other unauthorized sentient beings, two levels of security have been installed on the program. The first level prevents your playing disks from being used by someone who does not have access to the *Krellan Command and Battle Manual*. It requires you to enter a certain word from that book each time you start the simulation, according to these rules:

1). The word is found in the *Krellan Command and Battle Manual*. Any changes contained in supplements or addendum sheets are not considered.

2). Page number is as printed at the bottom of each page (this is page 4).

3). A line is any row of text. Lines inside figures do not count, but caption lines, titles or headings, and rows of words or numbers inside tables do count. For example, this is line 32.

4). A word is any string of alphanumeric characters separated from other words by blank spaces. Punctuation marks do not count. Hyphenated words count as one word. For example, word 3 on line 5 of this page is "or".

Examples:

a) Page 1, line 5, word 3 in the *Krellan Command and Battle Manual* is "use".

b) Page 3, line 9, word 2 is "most".

If you make a mistake, you will be prompted to retype and enter the correct word. After a second failed attempt, the program will abort.

The second level of security prevents other authorized players from signing on under your name and tampering with your service record. After you pass the first security check, you will be prompted for three more pieces of information:

Enter your last name:

Type your last name, or any other name you want to use (limit 16 characters) and press **[ENTER]**. This name will be used in a data file to identify you as a unique player and keep your service record separate from others using the same playing disks. For this reason, no two player names can be the same.

If you sign on with the name "Demo", you can play a game at *any* mission level regardless of your rank. You will not have to enter a password, but you will have to choose a mission level. Demo missions will not count towards your service record, nor will you receive any awards.

Are you a new recruit?

This question will only appear if you sign on under a name that is not already in the data file, as a check to make sure you did not make a typing error. If you want to start as a new player under the name you typed, press **[Y]**. Otherwise, press **[N]** and the program will again prompt you for a name.

Enter password:

This final check in the second level of security is designed to keep other people from signing on under your name. If you are starting as a new player, you will be asked to enter a password of your choice (limit 8 characters).

For both your name and your password, use sequences of characters that will be easy for you to remember. If you forget your password, you will not be able to resume the simulation as an existing player, because if you enter the wrong password the program will abort.

2.3.2 Sign-On Options Menu

After you are cleared by the security system, the Sign-On Options Menu will be displayed. You must select at least one of the available options before the program will proceed. Do NOT press **[ENTER]** after selecting an option. The available options are:

Change [C] – Allows you to change the default options and keyboard command set. The current default settings are shown below the sign-on options menu. For more on this option, see Section 2.3.2.1.

DOS Shell [D] – Allows you to access your computer operating system, which is useful for getting directory listings, deleting files, or formatting disks for saved games. To exit the DOS Shell, enter "QUIT" at the prompt.

Fleet [F] – Lists all players contained on your playing disk or hard disk directory. For more on this option, see Section 2.3.2.2.

Information [I] – Provides information about the version of **STAR FLEET II** you purchased (version number, release date, and credits).

New Mission [N] – Exits the sign-on options menu and starts a new mission. For more on this option, see Section 2.3.2.4.

Service Record [S] – Allows you to review your personal service record. Your promotion history and any awards or decorations you have received are contained in the service record. Your record is updated automatically at the end of each mission. This lets you track your progress, and others', upward through the ranks.

Resume [R] – Allows you to resume a previously saved game. When prompted, move the highlighted cursor box, using the up and down cursor arrow keys, to the desired saved game and press **[ENTER]**. To change the disk drive or directory path, or delete saved games, follow the on-screen instructions. You cannot resume a game saved by another player.

Tutorials [T] – Allows you to run one of the optional tutorial games. For more on this option, see Section 2.3.2.3.

Exit [X] – Exits from the program, and returns to your operating system.

2.3.2.1 Changing the Default Settings: Option [C] – This option allows you to change the simulation default options and keyboard sets used for the function key commands.

Executing this option brings up the Settings Display, shown in Figure 1. The left side of the display is where you set your default options. Use the up and down cursor keys to highlight the item you want to change, then use the right and left cursor keys to select the desired value and press **[ENTER]**. The right side shows the two available keyboard sets for the function key commands.

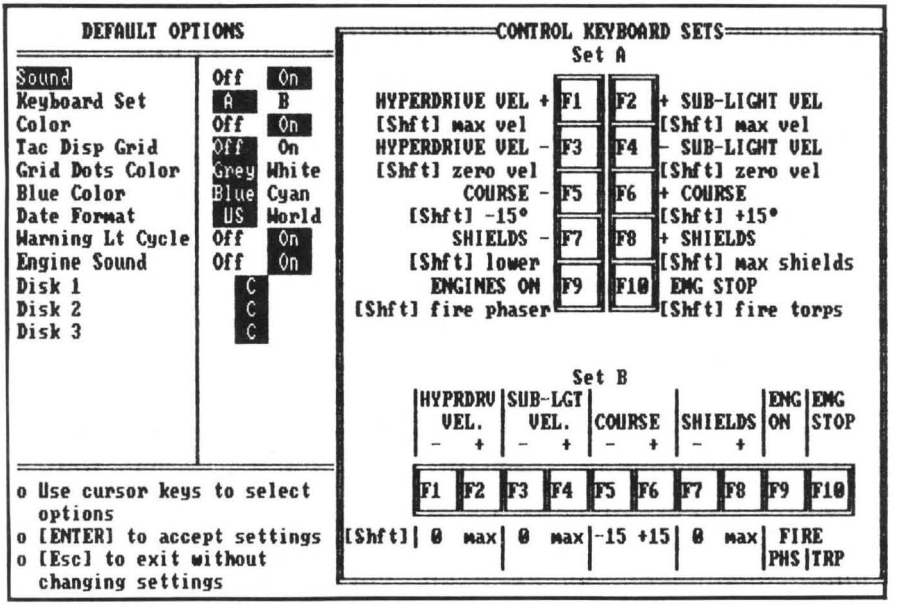
DEFAULT OPTIONS
Sound
Keyboard Set
Color
Tac Disp Grid
Grid Dots Color
Blue Color
Date Format
Warning Lt Cycle
Engine Sound
Disk 1
Disk 2
Disk 3
Off On
A B
Off On
Off On
Grey White
Blue Cyan
US World
Off On
Off On
C
C
C
o Use cursor keys to select options
o [ENTER] to accept settings
o [Esc] to exit without changing settings
CONTROL KEYBOARD SETS
Set A
HYPERDRIVE VEL + F1 F2 + SUB-LIGHT VEL
[Shft] max vel [Shft] max vel
HYPERDRIVE VEL - F3 F4 - SUB-LIGHT VEL
[Shft] zero vel [Shft] zero vel
COURSE - F5 F6 + COURSE
[Shft] -15° [Shft] +15°
SHIELDS - F7 F8 + SHIELDS
[Shft] lower [Shft] max shields
ENGINES ON F9 F10 EMG STOP
[Shft] fire phaser [Shft] fire torps
Set B
HYPRDRV VEL. - + | SUB-LGT VEL. - + | COURSE - + | SHIELDS - + | ENG ON | EMG STOP
F1 F2 F3 F4 F5 F6 F7 F8 F9 F10
[Shft] 0 max | 0 max | -15 +15 | 0 max | FIRE PHS | TRP

Figure 1. Settings Display

The Settings Display contains the following options:

1) **Sound Toggle:** Sets the game sound ON or OFF. Default = ON.

2) **Keyboard Set:** Selects the configuration used to execute the function key commands. Set A is for those computers whose function keys are stacked vertically on the left side of the keyboard. Set B is for computers whose function keys are lined up horizontally above the keys on the keyboard. Default = Set A.

3) **Color Toggle:** Sets the color mode ON or OFF. If color is OFF, the game still appears in color on color monitors, but some color combinations are changed to enhance readability on monochrome monitors. Default = ON.

4) **Tactical Display Grid:** When ON, the Tactical Display grid will remain on screen when a Red Alert ends. When OFF, the grid will disappear when Red Alert is cancelled. You can still use the **[Alt][G]** keyboard command to manually turn the Tactical Display grid on and off. Default = OFF.

5) **Color Options:** These two switches can be used to customize the grid dot and blue colors to suit your particular monitor. On some monitors, the GREY dots are not visible, so WHITE dots can be substituted. On some monochrome monitors, BLUE foreground appears as an underline. Setting BLUE to CYAN eliminates the underline. Default = GREY and BLUE.

6) **Date Format:** Selects the date format used by the program for listing file names in the Sign-On Options Menu. The United States format is Month/Day/Year. The World format is Day/Month/Year. Default = US.

7) **Warning Lights Toggle**: When OFF, the flashing light will not cycle through all of the simulation warning indicators, but damaged systems will remain lit. Some players may find the cycling light distracting. Default = ON.

8) **Engine Sound:** When ON, the engine sound will be heard during sublight movement. When OFF, movement will be silent. Default = ON.

9) **Default Disk Drives:** These three switches set the default drives for the three **STAR FLEET II** diskettes. Disk drives A through H can be selected using the left and right cursor arrow keys. Default = your current disk drive.

10) **Instruction Area:** A summary of the commands used to set the default options.

11) **Control Keyboard Sets:** Illustrates the two available keyboard sets for the function key commands.

2.3.2.2 Listing Members of the Fleet: Option [F] – Selecting this option displays a list of all commanders whose achievements are recorded on your data disk. In addition to the player number, name, and rank, the following data are displayed for each commander:

REGION: The region in which a mission is currently being undertaken, listed as region level (1-7) and region within that level (A-E).
#MSN: Total number of attempts made to complete the current mission.
SLAVES: Total number of slaves earned.
TOT.KRELS: Total amount of money (Krels) that have been awarded.

If you wish to view the service record of a commander, cursor up and down until the desired name is highlighted, then press **[ENTER]**.

2.3.2.3 Tutorials: Option [T] – A list of tutorial missions and their objectives are displayed when you select this option. The tutorials give step-by-step instructions to guide you through sample missions. The tutorial disk and *Star Fleet Training Manual, Volume 2* are available separately from **Interstel** (see the coupon included in your game package).

2.3.2.4 Starting a New Mission: Option [N] – This option allows you to select your battlecruiser, by number, if you are of rank Centurion or higher. (Alterns are required to use a ship assigned by Krellan Fleet Headquarters.) The list of battlecruisers available in the Krellan Fleet will be displayed on-screen. Type in the ship number and press **[ENTER]**. If you press **[ENTER]** without selecting a ship, one will be randomly selected for you.

If you have reached a rank of Sub-Admiral or higher, you may have the honor of naming your own battlecruiser. Select ship number 60, then enter a name of up to 10 characters in length and press **[ENTER]**. Ship number 60 will keep this name until you decide to change it.

After ship selection, you will receive orders describing your mission and its objectives, which you must successfully complete in the time allotted. Your orders will be displayed until you press any alphanumeric key. You will then be given a message of encouragement while the simulation is initialized and the main program is loaded.

SECTION 3. COMMAND SECTION

This section describes the command notation and keystrokes necessary to execute the function key and keyboard commands in **STAR FLEET II**.

3.1 COMMAND NOTATION

All **STAR FLEET II** commands are executed by pressing one or more keys. The program accepts either uppercase or lowercase input. When a key is referred to, its name is enclosed in square brackets. For example:

[N] refers to the N key on the alphanumeric keyboard.

[F7] refers to the F7 function key.

[Esc] refers to the Escape key.

[Space] refers to the space bar.

Some commands require you to press two keys at the same time. In a combination command, the keys are listed one immediately after the other. For example:

[Alt][M] calls for you to hold down the **[Alt]** key and then press the **[M]** key.

Each command belongs to one of three basic types:

Function key commands – **[F1]** through **[F10]**, and with **[Shift]** or **[Alt]**;

Keyboard commands – special combinations of keys or characters such as **[Esc]** and **[+]**;

Menu commands – alphanumeric keys **[A]** through **[Z]**, **[0]** through **[9]**.

Many of the commands you will use are made up of sequential keystrokes: pressing a series of keys one after the other to achieve the desired result. For commands involving sequential keystrokes, the keys will be listed separated by slash marks. For example:

[N] / [S] / [T] chooses the Navigation menu **[N]**, calls up the System Map **[S]**, and activates the Targeter option **[T]**.

There is also a special set of commands used while conducting planetary invasions. These Invasion Control commands are a mixture of function key commands and keyboard commands. The Invasion Control commands are summarized in Table IV.

IMPORTANT

Most keys on a standard keyboard have labels that are identical to the way those keys are identified in this documentation. One major exception is what we call the **[ENTER]** key, which on some other computers is called the **[RETURN]** key. In the instruction area of **STAR FLEET II** screens, this key is also referred to as **[CR]**. No matter what its name is, this is the key used to terminate a line of input and/or send a message to the program to execute a specified command. When a single key (other than **[ENTER]**) is required to make a response or issue a command, you should not press the **[ENTER]** key after making that keystroke.

3.2 EXECUTING THE MENU COMMANDS

There are two ways to execute the menu commands.

Method 1: Move the highlight cursor box, pressing **[<]** to move left and **[>]** to move right, to the command or option you want. (Do not press **[Shift]** when you use these keys.) The cursor will wrap-around; that is, moving the cursor off one end of the command line will cause it to reappear on the opposite end. Once you have highlighted the command you wish to execute, press **[ENTER]**.

Method 2: Press the key corresponding to the first letter that is capitalized in the command abbreviation as it appears on the display command line. For example, Navigation Control (*Nav*), Targets (*taRgets*), and DOS Shell (*DOS shell*) can be executed by pressing the **[N]**, **[R]**, and **[D]** keys, respectively.

All menu commands appear in the appropriate display command line, located at the bottom of your screen. Some command names are abbreviated on the command line. Each keypress takes you one step deeper into the command hierarchy, one step farther away from the main commands available when you first see the Main Display. To move through the hierarchy in reverse one step at a time, press **[Esc]**. This will either cancel a command or option that is in effect, negate a decision you have changed your mind about, or take you one step closer to the top of the command structure.

3.3 FUNCTION KEY AND KEYBOARD COMMANDS

In addition to the menu commands, there are many commands which can be executed directly from the keyboard. These function key and keyboard commands are summarized in Tables II, III, and IV.

3.4 THE TARGET DESIGNATOR BOX

Many commands involve the use of the Target Designator Box (TDB) to designate a location on a map or display. To move the TDB, press one of the eight direction keys on the numeric keypad, as illustrated in Figure 2, or the cursor arrow keys.

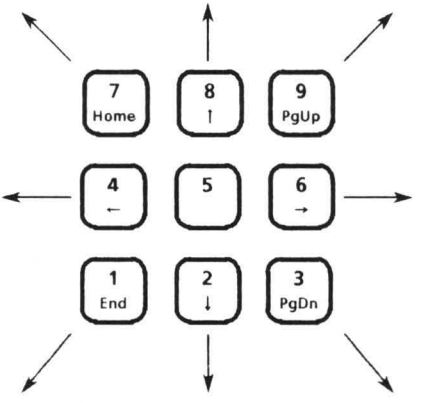

Figure 2. Direction Keys

TABLE II: FUNCTION KEY COMMANDS

KEYSTROKE	DESCRIPTION
[F1][A] or [F2][B]	Increase hyperspace speed by C-Factor 1
[F2][A] or [F4][B]	Increase sublight speed by C-Factor 0.1
[F3][A] or [F1][B]	Decrease hyperspace speed by C-Factor 1
[F4][A] or [F3][B]	Decrease sublight speed by C-Factor 0.1
[F5]	Decrease navigation heading by 1 degree
[F6]	Increase navigation heading by 1 degree
[F7]	Lower shield power by 5 percent
[F8]	Raise shield power by 5 percent
[F9]	Start engines
[F10]	Emergency stop all engines
[Shift][F1][A] or [Shift][F2][B]	Set maximum hyperspace speed
[Shift][F2][A] or [Shift][F4][B]	Set maximum sublight speed
[Shift][F3][A] or [Shift][F1][B]	Decrease hyperspace speed to 0
[Shift][F4][A] or [Shift][F3][B]	Decrease sublight speed to 0
[Shift][F5]	Decrease navigation heading by 15 degrees
[Shift][F6]	Increase navigation heading by 15 degrees
[Shift][F7]	Lower shields to zero power
[Shift][F8]	Raise shields to maximum power
[Shift][F9]	Fire phasers
[Shift][F10]	Fire torpedoes

NOTES: [A] Keyboard Set A (Vertical function key orientation; default)
[B] Keyboard Set B (Horizontal function key orientation)

TABLE III: KEYBOARD COMMANDS

KEYSTROKE	DESCRIPTION
[<]	Move command cursor left
[>]	Move command cursor right
[Esc]	Cancel current command, or Move one step back in command structure
[ENTER]	Execute the selected command
[Alt][A]	Auto Shields Switch toggle
[Alt][B]	Start/Stop planetary bombardment
[Alt][C]	Combat Message Filter (CMF) toggle
[Alt][D]	Ship/Target Data Display toggle
[Alt][E]	Electronic Counter Measures (ECM) toggle
[Alt][F]	Freeze simulation toggle
[Alt][G]	Display map grid toggle
[Alt][L]	Locate specified star system
[Alt][M]	Go to main command menu on Main Display
[Alt][N]	Display Navigational Star Map
[Alt][O]	Orbital/Tactical Display toggle
[Alt][R]	Crew Rest State toggle
[Alt][S]	Display System Map
[Alt][T]	Target Designator Box toggle
[Alt][V]	Evasive maneuvers toggle
[Alt][W]	Display War Map
[Ctrl][H]	Display Controls Box
[Tab]	Activate right sideslip
[Shift][Tab]	Activate left sideslip
[↑], [↓], [←],[→]	Cursor arrow keys

TABLE IV: INVASION CONTROL KEY COMMANDS

KEYSTROKE	DESCRIPTION
[F1]-[F8]	View invasion zone 1 - 8
[F9]	Return to Invasion Control
[F10]	Toggle between Invasion Control and current invasion zone
[Esc]	Back out of current menu, or return to Orbital Control
[<] and [>]	Change selected menu item (wraparound)
[ENTER]	Execute selected menu item
Direction Arrows	Move cursor one space in Invasion Zone Display, or Change selected zone while in Invasion Control Display
[Shift] + Arrows	Move cursor five spaces in Invasion Zone Display
[Ctrl] + [←], [→]	Review messages in message buffer
[Alt][F]	Freeze simulation toggle
[Alt][W]	Bombardment weapons toggle

SECTION 4. FINAL WORD

Interstel has gone to great lengths to ensure that the product you have purchased is as error-free as possible. However, due to the complexity of the game, it is not possible to test every conceivable situation. If a bona fide error is discovered, **Interstel** is not under any obligation to notify any persons or organization, nor is **Interstel** required to release an updated version (although the company may choose to do so).

If you find what you think is a program error, we ask you to write and tell us about it. Give as much information as possible: exactly what happened, the computer you were using, the command you were executing, the number of enemy vessels in the system, etc. Provide a printout of the screen if possible. If you enclose a self-addressed stamped envelope, we will send a reply after investigating the problem.

4.1 PRODUCT REGISTRATION

To take advantage of the product warranty and upgrade plans described below, you must mail in the registration card included with this product. Please do this now to prevent disappointment later. For your protection, **Interstel** considers its list of registered product owners to be confidential; we will never sell this list for commercial purposes.

4.2 PRODUCT WARRANTY

The diskette(s) on which your **Interstel** program is recorded is guaranteed to be free of defects in materials and workmanship under normal use for a period of one year from the date of purchase. The warranty applies only to the original purchaser and only to the purchased diskette(s), not to the software or information encoded on it.

Interstel will replace your purchased diskette(s) free of charge if it proves defective during the warranty period. To receive a replacement product under the warranty, you must have registered your purchase with **Interstel**, or provide proof of purchase or include the registration card with your claim. Photocopies or reproductions of the registration card will not be accepted as proof of purchase.

4.3 PRODUCT UPGRADE PLAN

This plan allows you to purchase any enhanced version of your **Interstel** product at a reduced price. **Interstel** may periodically release new versions of products, incorporating new or improved features. When a new version of a game becomes available, registered owners will receive a product upgrade notice detailing the enhancements, product cost, and ordering information.

Interstel may also make new releases of the current version in order to correct any bugs found. You can return your original diskettes at any time for an update to the latest release of your version.

4.4 CREDITS

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4.5 TECHNICAL INFORMATION

The IBM® version of **STAR FLEET II** was written in C and assembly programming languages using the Microsoft C compiler (Version 5.1) and Macroassembler (Version 5.0). The original source code consists of over 75,000 lines of C and 1,800 lines of assembly language. The program uses the Windows 4'C' windowing library by Windowsoft.

IBM is a registered trademark of International Business Machines, Inc.
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4.6 ABOUT THE GAME AUTHORS

Trevor Sorensen, the creator of the *STAR FLEET* series, was born in Brisbane, Australia in 1951. After finishing high school in Newcastle, he moved to the United States to attend college. He received his B.S. and M.S. degrees in aerospace engineering and his Doctor of Engineering degree from the University of Kansas. For his master's degree and doctorate, Trevor worked with NASA's Pioneer Venus project at NASA Ames Research Center. After receiving his doctor's degree, Trevor took a break by spending six months hitchhiking around 16 countries in Europe and the Middle East. He returned happy, tanned, broke, and 45 pounds lighter, to look for a square meal and a livelihood.

In 1980 he began work for McDonnell Douglas in Houston, Texas, as a contractor to the NASA Johnson Space Center. Here he developed ascent abort targets for the first Space Shuttle flight, then transferred to the Flight Directors Office as an assistant to the Flight Directors. He was involved with ascent, entry, on-orbit, rendezvous, and EVA (space walk) flight techniques development, and was flight rules book manager for several shuttle flights.

In 1984 he obtained American citizenship and got married. In 1985 he became a task manager in the development and maintenance of the massive programs used to simulate and design shuttle flights. He left McDonnell Douglas in 1986 to devote time to running Interstel and developing new programs. Trevor is currently living somewhere with his wife Lori and their two cats.

Mark Baldwin, co-author of *STAR FLEET II*, is an active consultant for the software publishing industry. He is president of Beacon Technical Services, a software design house in Littleton, Colorado, and a computer art instructor at a local Denver college.

Rumor has it that Mark was born on the 322nd planet of Beteliguse, where in his second year he was stolen away by space gypsies. Others say he was born right here on Earth in Detroit, Michigan in 1952, but these stories are hard to believe. Anyway, Mark spent a semi-normal life growing up in Michigan, Indiana, Alabama, Georgia, Germany, Japan, and Florida. He received his Bachelors and Masters degrees in Engineering from Purdue University. Since Uncle Sam paid for his college, Mark had to return the favor for the next four years as a Captain in the Air Force, designing and studying ballistic missile trajectories. He left in 1979 and went to the Johnson Space Center in Houston, Texas to work on the Space Shuttle Program. For the next seven years, Mark was responsible for the design of Shuttle ascent trajectories. Although he loved the job, he hated Houston (again, hard to believe), so he moved to Denver to run his consulting business full time.

With the assistance of his cat Buc, Mark also designs entertainment software. Best known for his award-winning title *EMPIRE - Wargame of the Century*, Mark is currently working on sequels to *EMPIRE* and *STAR FLEET II*, and an adventure game based on Andre Norton's *WITCH WORLD* novels, for Interstel. Mark has also published numerous articles and a science fiction short story, and is developing a fantasy novel. In his free time (really hard to believe), Mark might be found in the mountains panning for gold, scaring ghosts out of ghost towns, or some other silliness.

Special Thanks to Good Friends

We wish to give special thanks to C. Mark Nobles and Mark T. Terrell, who several years ago provided us with their ideas and insights which helped create the Star Fleet universe that so many of our customers now enjoy. In particular, Mr. Nobles first suggested the concept of playing the role of an enemy commander, which eventually was developed into STAR FLEET II – Krellan Commander.

Trevor C. Sorensen and Robert L. Winkler